RadioShack®

www.radioshack.com℠

Integrated Digital Answering System

with Caller ID Deluxe and 2.4 GHz Digital Spread Spectrum Cordless Phone

Owner's Manual

Please read before using this equipment.

❒ *Important Information*

This system has been tested and found to comply with all applicable UL and FCC standards.

WARNING: To reduce the risk of fire or shock hazard, do not expose this product to rain or moisture.

CAUTION

RISK OF ELECTRIC SHOCK.
DO NOT OPEN.

CAUTION: TO REDUCE THE RISK OF ELECTRIC SHOCK, DO NOT REMOVE COVER OR BACK. NO USER-SERVICE-ABLE PARTS INSIDE. REFER SERVICING TO QUALIFIED PERSONNEL.

This symbol is intended to alert you to the presence of uninsu-lated dangerous voltage within the product's enclosure that might be of sufficient magnitude to con-stitute a risk of electric shock. Do not open the product's case.

This symbol is intended to inform you that important operating and maintenance instructions are included in the literature accom-panying this product.

Important: Cordless phones such as this one require AC power to operate. When the AC power is off, you cannot dial out or re-ceive incoming calls using your phone. For this reason, the phone should not be your only telephone. To be safe, you should also have a phone that does not require AC pow-er to operate (not a cordless phone) so you can still make and receive calls if there is an AC power failure.

Some cordless phones operate at frequen-cies that might cause interference to nearby TVs and VCRs. To minimize or prevent such interference, the base of the cordless phone should not be placed near or on top of a TV or VCR.

IMPORTANT CALLER ID INFORMATION

To use the system's Caller ID and Call Wait-ing features, you must be in an area where those services are available and you must subscribe to those services through your lo-cal phone company.

Where Caller ID is offered, one or more op-tions are generally available:

- caller's number only

- caller's name only

- caller's name and number

READ THIS BEFORE INSTALLATION

We have designed your system to conform to federal regulations, and you can connect it to most telephone lines. However, each de-vice that you connect to the phone line draws power from the phone line. We refer to this power draw as the device's ringer equiva-lence number, or REN. The REN is on the bottom of the base.

If you are using more than one phone or oth-er device on the line, add up all the RENs. If the total is more than five (three in rural ar-eas), your phones might not ring. If ringer op-eration is impaired, remove a device from the line.

FCC STATEMENT

Your answering system complies with Part 68 of the *FCC Rules*. You must, upon request, provide the FCC registration number and the REN to your phone company. These numbers are on the bottom of the base.

You must not connect your system to any of the following:

- coin-operated systems

- party-line systems

- most electronic key phone systems

Note: Your telephone operates on standard radio frequencies, as allocated by the FCC. Even though the security access-protection code prevents unauthorized use of your phone line, it is possible for other radio units operating on similar frequencies within a certain area to unintentionally intercept your conversations and/or cause interference. This lack of privacy can occur with any cordless phone.

THE FCC WANTS YOU TO KNOW

In the unlikely event that your phone causes problems on the phone line, the phone company can temporarily discontinue your service. If this happens, the phone company attempts to notify you in advance. If advance notice is not practical, the phone company notifies you as soon as possible and advises you of your right to file a complaint with the FCC.

Also, the phone company can make changes to its lines, equipment, operations, or procedures that could affect the operation of this telephone. The telephone company notifies you of these changes in advance, so you can take the necessary steps to prevent interruption of your telephone service.

Your phone might cause TV or radio interference even when it is operating properly. To eliminate interference, you can try one or more of the following corrective measures:

- Move the phone away from the receiver.

- Use outlets on different electrical circuits for the phone and the receiver.

Consult your local RadioShack store if the problem still exists. If you cannot eliminate the interference, the FCC requires that you stop using your phone.

LIGHTNING

Your telephone has built-in protection circuits to reduce the risk of damage from surges in telephone line and power line current. These protection circuits meet or exceed the FCC requirements. However, lightning striking the telephone or power lines can damage your telephone.

Lightning damage is not common. Nevertheless, if you live in an area that has severe electrical storms, we suggest that you unplug your system when storms approach to reduce the possibility of damage.

IMPORTANT SAFETY INSTRUCTIONS

When using your telephone equipment, basic safety precautions should always be followed to reduce the risk of fire, electric shock, and injury to persons, including the following:

1. Read and understand all instructions.

2. Follow all warnings and instructions marked on the product.

3. Never install telephone wiring during a lightning storm.

4. Never install telephone jacks in wet locations unless the jack is specifically designed for wet locations.

5. Never touch uninstalled telephone wires or terminals unless the telephone line has been disconnected at the network interface.

6. Use caution when installing or modifying telephone lines.

7. Do not attach the AC power supply cord to building surfaces with metal fittings (if the product has an AC power cord).

8. Unplug this product from the wall outlet before cleaning. Do not use liquid cleaners or aerosol cleaners. Use a damp cloth for cleaning.

9. Do not use this product near water, for example, near a bathtub, wash bowl, kitchen sink, or laundry tub, in a wet basement, or near a swimming pool.

10. Do not place this product on an unstable cart, stand, or table. The product may fall, causing serious damage to the product.

11. Slots and openings in the cabinet and the back or bottom are provided for ventilation. To protect it from overheating, these openings must not be blocked or covered. The openings should never be blocked by placing the product on a bed, sofa, rug, or other similar surface. This product should never be placed near or over a radiator or heat register. This product should not be placed in a built-in installation unless proper ventilation is provided.

12. This product should be operated only from the type of power source indicated on the marking label. If you are not sure of the type of power supply to your home, consult your local power company.

13. Do not allow anything to rest on the power cord. Do not locate this product where the cord will be stepped on.

14. Do not overload wall outlets and extension cords as this can result in a risk of fire or electric shock.

15. Never push objects of any kind into this product through cabinet slots as they may touch dangerous voltage points or short out parts that could result in a risk of fire or electric shock. Never spill liquid of any kind on the product.

16. To reduce the risk of electric shock, do not disassemble this product. Take it to a qualified serviceman when service or repair work is required. Opening or removing covers may expose you to dangerous voltage or other risks. Incorrect reassembly can cause electric shock when the product is subsequently used.

17. Unplug this product from the wall outlet and refer servicing to qualified service personnel under the following conditions:

    • When the power cord plug is damaged or frayed.

    • If liquid has been spilled into the product.

    • If the product has been exposed to rain or water.

    • If the product does not operate normally by following the operating instructions. Adjust only those controls that are covered by the operating instructions because improper adjustment of other controls may result in damage and will often require extensive work by a qualified

technician to restore the product to normal operation.

- If the product has been dropped or the cabinet has been damaged.

- If the product exhibits a distinct change in performance.

18. Avoid using a telephone (other than a cordless type) during an electrical storm. There may be a remote risk of electric shock from lightning.

19. Do not use the telephone to report a gas leak in the vicinity of the leak.

BATTERY SAFETY INSTRUCTIONS

CAUTION: TO REDUCE THE RISK OF FIRE OR INJURY, READ AND FOLLOW THESE INSTRUCTIONS.

1. Use only the appropriate type and size battery pack specified in the instruction manual provided for this product.

2. Do not dispose of the battery pack in a fire. The cell may explode. Check with local codes for possible special disposal instructions.

3. Do not open or mutilate the battery pack. Released electrolyte is corrosive and may cause damage to the eyes or skin. It may be toxic if swallowed.

4. Exercise care in handling the battery pack in order not to short it with conducting materials such as rings, bracelets, and keys. The battery or conductor may overheat and cause burns.

5. Charge the battery pack provided with or identified for use with this product only in accordance with the instructions and limitations specified in the instruction manual provided for this product.

6. Observe proper polarity orientation between the battery pack and battery charger.

SAVE THESE INSTRUCTIONS

☐ *Contents*

❏ *Features*

Your RadioShack 2.4 GHz Digital Spread Spectrum Cordless Telephone and Digital Answering System uses advanced technology to give you superior audio quality and extended range.

The answering system's Caller ID unit records each caller's telephone number (and name, if available in your area) and the date and time of the call, as provided by your local phone company to Caller ID service subscribers. If you subscribe to Call Waiting and Caller ID, the answering system can show you the incoming caller information, even when you are already talking on the phone.

The answering system stores up to 18 minutes of messages on a computer chip and records each message's day and time. This gives you advanced capabilities over tape-based answering machines:

- You can delete individual messages and save the rest.

- There are no tapes to bother with and no tape mechanisms to wear out.

The remote operation feature lets you operate your answering system from a touch-tone phone (or from a rotary phone with a pocket tone dialer).

TELEPHONE FEATURES

2.4 GHz Operation — provides longer range and less interference than many other cordless phones.

Spread Spectrum Technology — spreads the signal across several frequencies, providing additional security for your phone conversations.

Caller ID Memory — stores up to 50 Caller ID records.

3-Line Liquid Crystal Display — lets you view an entire Caller ID record on one screen.

20 Number Memory Dialing — lets you store 20 numbers in memory for easy dialing.

Headset Jack — for optional hands-free use with a headset (available at your local RadioShack store).

Page — lets you send a paging signal from the base to the handset to page someone or locate the handset if you misplace it.

35 Channels — automatically selects a clear channel when you make or answer a call. You can also manually change channels during a call.

Security Access-Protection Code — helps prevent other cordless phone users from using your phone line while the handset is off the base.

Ringer Volume Control — lets you select from four ringer tone/volume settings on the handset or you can turn the ringer off.

Volume Controls — let you adjust the volume you hear through the handset.

Long Battery Life — the supplied battery pack (when fully charged) provides about 7 hours of talk time or 7 days of standby time.

Tone/Pulse Dialing — lets you use either type of service, and you can easily switch from pulse to tone dialing for long-distance, bank-by-phone, or other special services.

3-Number Redial — lets you quickly redial any of the last three numbers dialed.

Auto Talk — you can set the phone so you can answer a call simply by lifting the handset from the base.

Any Key Answer — you can set the phone so you can press any key to answer a call when the handset is away from the base.

Hearing-Aid Compatibility — lets you use your phone with hearing aids that have a T (telephone) switch.

ANSWERING SYSTEM FEATURES

Day/Time Stamp — records the day and time each message was recorded.

Two Prerecorded Messages — give you the option of using one of two prerecorded outgoing messages or recording your own.

Announcement Only — lets you play an announcement for callers to hear, without recording their messages.

Message Counter — shows the number of messages the answering system has recorded.

Programmable PIN — you can set a two-digit personal identification number (PIN) to secure remote operation.

Room Monitor — lets you remotely monitor the room the answering system is in located for 15 seconds.

Call Screening — lets you listen as a caller leaves a message so you can decide whether or not to answer the call.

Memo Recording — lets you leave messages for yourself or others in your home or office. You can also record your phone conversation.

Phone Pick-Up Detection — stops recording when you pick up any phone on the same line as the answering system, and resets to answer the next call.

Adjustable Ring Number — lets you set the answering system to answer after three or five rings.

Toll-Saver — lets you avoid unnecessary charges when you call by long distance to check your messages.

Digital Volume Control — lets you precisely adjust the speakerphone and message playback.

❒ *Installation*

MOUNTING THE SYSTEM

You can place the answering system's base on a desk or table, or mount it on a standard wall plate or directly on a wall. Choose a location that is:

- near an AC outlet

- near a modular telephone line jack

- out of the way of normal activities

- away from electrical machinery, electrical appliances, metal walls or filing cabinets, wireless intercoms, alarms, and room monitors

- away from other cordless phones

The base's location affects the phone's range. If you have a choice of several locations, try each to see which provides the best performance.

Note: The handset window has plastic film on it to protect it during shipment. Carefully peel off the film before using your phone.

Cautions:

⚠ You must use a Class 2 power source that supplies 9V DC and delivers at least 400 mA. Its center tip must be set to positive and its plug must fit the system's **DC IN 9V** jack. The supplied adapter meets these specifications. Using an adapter that does not meet these specifications could damage the system or the adapter.

- Always connect the AC adapter to the system before you connect it to AC power. When you finish, disconnect the adapter from AC power before you disconnect it from the system.

Your system connects directly to a modular telephone line jack. If your telephone wiring does not have a modular jack, you can update the wiring yourself using jacks and adapters (available at your local RadioShack store), or have the telephone company update the wiring for you. You must use compatible modular jacks that are compliant with Part 68 of *FCC Rules.*

Note: The USOC number of the jack to be installed is RJ11C (or RJ11W for a wall plate jack).

On a Desk

Follow these steps when you place the base on a desk or table.

1. Insert the bracket's tabs into the base's upper set of tab slots. Press the bracket's clips, lower them into the clip slots, then release the clips.
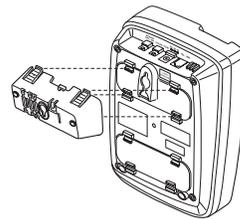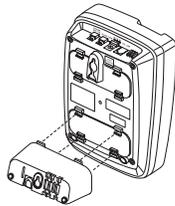
2. Plug one end of the supplied long modular cord into the **TEL LINE** jack on the back of the base.

3. Plug the modular cord's other end into a modular phone line jack.

4. Route the modular cord through the strain relief hook on the bracket.

5. Insert the supplied AC adapter's barrel plug into the **DC IN 9V** jack on the back of the base.

6. Plug the adapter into a standard AC outlet.

7. Route the AC adapter's cord and the modular cord through the strain relief slots on the bracket.

8. Lift the base's antenna to a vertical position.

On a Wall Plate or Wall

Follow these steps to mount the base on a wall plate.

1. Insert the bracket's tabs into the base's lower set of tab slots. Press the bracket's clips, lower them into the clip slots, then release the clips.

2. Plug one end of the supplied short modular cord into the **TEL LINE** jack on the back of the base.

3. Insert the supplied AC adapter's barrel plug into the **DC IN 9V** jack.

4. Route the AC adapter's cord through one of the bracket's grooves. Plug the modular cord's other end into the wall plate jack, then align the base's keyhole slots with the wall plate studs and slide the base downward to secure it.

**Short Modular Cord**

Studs

AC Adapter's Cord
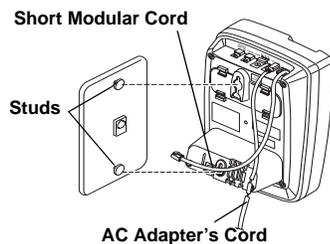
5. Plug the adapter into a standard AC outlet.

6. Press and slide up the handset holder to remove it, turn it over so the tab points up, then insert it with the arrow pointing downward until it snaps into place. The tab at the top holds the handset on the wall-mounted base.

7. Lift the base's antenna to an upright (vertical) position.

To mount the base directly on a wall, follow the steps under "On a Wall Plate or Wall," and follow these additional steps.

Note: You need two screws (not supplied) with heads that fit into the keyhole slots on the bottom of the base.

1. Drill two holes $3^{15}/_{16}$ inches (100 mm) apart. Then thread a screw into each hole, letting the heads extend about $^{1}/_{8}$ inch (3 mm) from the wall.

2. Plug one end of the supplied long modular cord into the **TEL LINE** jack on the back of the base.

3. Route the AC adapter's cord and the long modular cord through the bracket's grooves.

4. Plug the modular cord's other end into a modular phone jack, then align the base's keyhole slots with the mounting screws and slide the base downward to secure it.

Mounting Screws in Wall
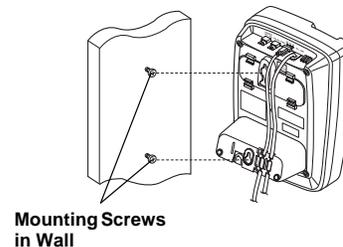
CONNECTING, CHARGING, AND REPLACING THE BATTERY PACK

The answering system comes with a rechargeable nickel-cadmium battery pack installed in the handset, but not connected. Before using your system, you must connect the battery pack, then charge it for about 24 hours.

1. Press down then slide off the battery compartment cover.

2. Lift the battery pack out of the compartment and plug its connector into the socket in the compartment. The connector fits only one way.

3. Put the battery pack in the compartment, then replace the cover.

To charge the battery pack, simply place the handset on the base, facing either up or down. The base's CHARGE/IN USE indicator lights.

Recharge the battery pack when **Low Battery** flashes on the handset's display.

Important: Be sure the battery pack is properly connected before you try to charge it. The CHARGE/IN USE indicator lights when the handset is on the base even if the battery pack is not properly connected.

Notes:

* When you first use the system after charging or recharging the battery pack, the phone might not work and you might hear a five-beep error signal. If this happens, return the handset to the base for about 5 seconds. This resets the security access-protection code.

* Using a pencil eraser, clean the charging contacts on the handset and the base about once a month.

* If the handset's display is blank and the phone does not work, recharge the battery pack. (The battery power might be too low to light the display.)

* If the battery pack becomes weak during a call, the handset beeps every 3 seconds and **Low Battery** flashes. When this happens, you cannot make another call on the phone until you recharge the battery pack.

* About once a month, fully discharge the battery pack by keeping the handset off the base until **Low Battery** flashes. Otherwise, the battery pack loses its ability to fully recharge.

* If the battery pack is completely discharged or the base loses power while the handset is away from it, place the handset on the base to reset the security access-protection code. If the handset loses power, recharge the battery pack.

The supplied battery pack should last about one year. If the battery pack does not hold a charge for more than 2 hours after an overnight charge, replace it with a new 3.6-volt, 600 mAh battery pack with a connector that fits the socket in the battery compartment. You can order a replacement battery pack through your local RadioShack store.

Note: To avoid losing memory numbers, install and begin charging the new battery pack within 2 minutes.

Warning: Dispose of the old battery pack promptly and properly. Do not burn or bury it (see "Battery Safety Instructions" on Page 5 for additional information on proper battery handling).

If you have trouble replacing the battery, take the answering system to your local RadioShack store for assistance.

Important: The EPA certified RBRC® Battery Recycling Seal on the nickel-cadmium (Ni-Cd) battery indicates RadioShack is voluntarily participating in an industry program to collect and recycle these batteries at the end of their useful life, when taken out of service in the United States or Canada. The RBRC program provides a convenient alternative to placing used Ni-Cd batteries into the trash or the municipal waste stream, which may be illegal in your area. Please call 1-800-THE-SHACK (1-800-843-7422) for information on Ni-Cd battery recycling and disposal bans/restrictions in your area. RadioShack's involvement in this program is part of the company's commitment to preserving our environment and conserving our natural resources.

SETTING THE DIALING MODE

Set **PULSE-TONE** on the back of the base for the type of service you have. If you are not sure which type you have, after you charge the handset battery pack, do this test.

1. Set **PULSE-TONE** to **TONE**.

2. Lift the handset, press **TALK**, then listen for a dial tone.

3. Press any number other than **0**.

   Note: If your phone system requires that you dial an access code (**9**, for example) before you dial an outside number, do not press the access code number either.

   If the dial tone stops, you have touch-tone service. Leave **PULSE-TONE** set to **TONE**.

   If the dial tone continues, you have pulse service. Set **PULSE-TONE** to **PULSE**.

4. Press **TALK** or place the handset on the base to hang up.

TURNING THE BASE'S RINGER ON AND OFF

To turn off the base's ringer, set **RINGER** on the back of the base to **OFF**. You can still make or receive calls using this phone. Telephones on the same line (and the answering system's handset if it is away from the base) still ring when there is an incoming call.

To turn on the base's ringer, set **RINGER** to **ON**.

SETTING THE HANDSET'S RINGER TONE/VOLUME

You can select one of four different ringer tone/volume settings on the handset. At any time, except during a call, repeatedly press **VOL/CID** ▲ or ▼ to select the desired ringer setting. Each time you press **VOL/CID** ▲ or ▼, the phone rings at the selected setting and **Ringer A High**, **Ringer A Low**, **Ringer B High**, or **Ringer B Low** appears.

You can also turn off the ringer. At any time, except during a call, press and hold **VOL/CID** ▼ until the phone beeps and **<Ringer Off>** appears. When you place the handset faceup on the base, **<Ringer Off>** appears.

You can still make or receive a call even when the ringer is turned off. When you have an incoming call, any other phone connected to the same line rings and **Incoming Call** appears.

To turn the ringer back on, simply press **VOL/CID** ▲ or ▼. The ringer resets to **Ringer A High**.

SETTING THE NUMBER OF RINGS

Set **RING TIME** on the side of the base to **3**, **5**, or **TS** to select how long the answering system waits to answer a call (3 rings, 5 rings, or toll-saver).

Note: If you plan to check messages by long distance, set **RING TIME** to **TS** (see "Using the Toll-Saver" on Page 27).

SETTING THE DAY/TIME

You must set the day of the week and time so the answering system can record the correct day and time of each message.

Note: Enter each key press within about 2 minutes. Otherwise, the answering system exits the time setting process and you must begin again with Step 1.

1. Hold down **CLOCK** on the base until the answering system beeps. The answering system announces the currently set day of the week and displays the day's number (0 for Sunday, 1 for Monday, and so on).

2. To change the day, repeatedly press **SKIP** on the base to move forward or **RE-PEAT** on the base to move backward until the correct day appears, then press **CLOCK**. The answering system announces the hour.

3. To change the hour, repeatedly press **SKIP** or **REPEAT** until the correct hour appears, then press **CLOCK**. The answering system announces the minutes.

4. To change the minutes, repeatedly press **SKIP** or **REPEAT** until the correct minutes appear, then press **CLOCK**. The answering system announces "AM" or "PM," and A or P appears.

5. To switch between the AM and PM setting, press **SKIP** or **REPEAT**, then press **CLOCK**. The answering system beeps and announces the day and time.

To check the day and time, press **CLOCK**. The answering system announces the currently set day and time.

Note: If power fails, the clock retains the current time. When the power is restored, it starts counting again from the time the power failed.

SETTING AUTO TALK

Your phone is preset so you must press **TALK** to answer a call. With auto talk turned on, you can answer a call by lifting the handset from the base or, if the handset is away from the base, by pressing any key.

Follow these steps to turn auto talk on or off.

1. Lift the handset and press **FUNC**. The Caller ID setup menu appears on the display with auto talk selected.

2. Press **SELECT/CH** to change the auto talk setting. On or Off appears indicating the selected setting.

3. To clear the display when you finish, press **FUNC** or return the handset to the base.

TURNING CALLER ID/CALL WAITING ON OR OFF

If you have Call Waiting and Caller ID service, you can set the answering system to show Caller ID information for an incoming call even while you are on the phone.

Follow these steps to turn the Caller ID/Call Waiting feature on or off.

1. Lift the handset and press **FUNC**.

2. Press **2** or **VOL/CID** ▼ to select ⊂IDCW (Caller ID/Call Waiting).

3. Press **SELECT/CH** to change the Caller ID/Call Waiting setting. On, Off, or Opt appears.

4. Press **FUNC** or return the handset to the base to store the new setting.

Note: Opt lets you use advanced Caller ID/Call Waiting options (see "Call Waiting Options Service" on Page 20).

STORING YOUR AREA CODE

You can store your local area code in the phone's Caller ID record so it does not show (or dial) the area code if the received call is from your local area. If you need to dial the area code (or store it in memory), you can add it afterwards. See "Adding/Deleting the Area Code" on Page 22.

Note: If your calling area requires 10-digit dialing including area code, do not enter the area code but leave this option blank.

Follow these steps to store your area code.

1. Lift the handset and press **FUNC**.

2. Press **3** or **VOL/CID** ▼ twice to select Area Code.

3. Press **SELECT/CH**, then enter your three-digit area code. If you make a mistake, repeatedly press **✱/TONE/◀** or **#/▶** to move the cursor over the incorrect digit, then enter the correct number.

4. Press **SELECT/CH** to store the area code, then press **FUNC** or return the handset to the base to clear the display.

Note: If an area code is already stored, it appears on the display. To delete the area code, press **SELECT/CH**, press **DEL** three times, then enter your area code. Or, you can use **✱/TONE/◀** or **#/▶** to move the cursor and edit the area code.

❒ *Telephone Operation*

To make a call, lift the handset and press **TALK**. Talk and the current volume setting (see "Adjusting the Handset Volume") appear on the handset's display, and the CHARGE/IN USE indicator on the base lights. Then dial the number. The number displays on the handset as you dial, then (after a few seconds) the call's elapsed time displays.

Note: You can also dial the number before you press **TALK**. If you make a mistake, repeatedly press **DEL** to erase the wrong entry, then enter the correct number. You can also hold down **DEL** for more than one second to delete the entire number.

When you receive a call, Incoming Call appears on the display. To answer it, lift the handset from the base and press **TALK**. If auto talk is on, just lift the handset from the base or press any key.

To end a call, place the handset on the base or press **TALK**.

ADJUSTING THE HANDSET VOLUME

To adjust the volume you hear through the handset during a call, press **VOL/CID** ▲ or ▼ until you reach the desired level. Volume Maximum, Volume High, Volume Medium, or Volume Low appears.

The volume setting is maintained even after you hang up.

Note: When you press **VOL/CID** ▲ while the volume is maximum or **VOL/CID** ▼ while the volume is low, handset beeps three times and the setting does not change.

SELECTING THE CHANNEL

The phone scans 35 channels (frequency pairs used between the base and the handset) and automatically selects a clear channel each time you make or receive a call.

If you hear other conversations or excessive noise during a call, press **SELECT/CH** to select a different channel. The display shows Scanning.

Note: If the handset is too far from the base, the channel might not change. Move closer to the base and try again.

ANSWERING CALLS WITH THE SPEAKERPHONE

To answer a call using the speakerphone, press **SPEAKER**. The SPEAKER indicator lights.

To adjust the speakerphone's volume, repeatedly press **VOLUME** ▲ or ▼ on the base. The volume setting from 1 (lowest) to 10 (highest) appears in the message counter window.

To end a speakerphone call, press **SPEAKER** again.

SWITCHING BETWEEN THE HANDSET AND SPEAKERPHONE

To switch to the speakerphone while you are using the handset, press **SPEAKER** on the base. When you hear the conversation on the speakerphone, press **TALK** on the handset.

To switch to the handset while you are using the speakerphone, lift the handset off the base. If the handset is away from the base, press **TALK**, then press **SPEAKER**.

USING BOTH THE HANDSET AND SPEAKERPHONE

If someone else is using the speakerphone, press **TALK** on the handset to join the conversation. If someone else is using the handset, press **SPEAKER** on the base to join the conversation.

During the call, one person can hang up and let the call continue. Or, both people can hang up to end the call.

Note: If you hear a high-pitched noise from the base's speaker, the handset and the base are too close together.

USING FLASH

FLASH performs the electronic equivalent of a switchhook operation for special services, such as Call Waiting.

For example, if you have Call Waiting, press **FLASH** to answer an incoming call without disconnecting the current call. Press **FLASH** again to return to the first call.

Note: If you do not have any special phone services, pressing **FLASH** might disconnect the current call.

USING REDIAL

To quickly dial any of the last three numbers dialed, lift the handset and repeatedly press **REDIAL/PAUSE** until the desired number appears on the display, then press **TALK**.

Notes:

- The redial memory holds up to 32 digits, so you can redial long-distance as well as local numbers.

- The redial memory also holds pause entries (see "Entering a Pause" on Page 19).

USING TONE SERVICES ON A PULSE LINE

Some special services, such as bank-by-phone, require tone signals. If you have pulse service, you can still use these special tone services by following these steps.

1. Be sure **PULSE-TONE** is set to **PULSE**.

2. Dial the service's main number. When the service answers, press ✱/**TONE**/◀ on the handset. Any additional numbers you dial are sent as tone signals. When you hang up, the phone automatically resets to pulse dialing.

PAGING

To page the person who has the handset or to locate the handset when the phone is not in use, press **PAGE** on the base. The handset beeps for 15 seconds and the display shows Paging. To locate the handset using a continuous beep, press and hold **PAGE** longer than 2 seconds. The handset beeps for one minute. Press any key or place the handset on the base to stop the page sooner.

Note: The phone rings when a call comes in while you are using the page feature.

USING A HEADSET

You can talk with hands-free convenience using an optional headset that has a $^3/_{32}$-inch (2.5-mm) plug. Contact your local RadioShack store for a suitable headset.

To connect the headset, open the rubber cover on the side of the handset, then insert the headset's plug into the jack.

Notes:

- Connecting a headset disconnects the handset's earpiece and microphone.

- **VOL/CID** ▲ or ▼ on the handset also controls the connected headset's volume.

- If you place the handset on the base to recharge it while the headset is connected, be sure the handset seats properly.

With a headset connected, you make or answer calls as usual using the keys on the handset.

You can use a handset holder (available from your local RadioShack store) to hang the handset on your belt for greater convenience.

When you finish using the headset, disconnect it from the handset and close the rubber cover to protect the jack.

MEMORY DIALING

You can store up to 20 phone numbers and names in memory, then dial a stored number by entering its memory location number.

Each stored number can be up to 20 digits, and each name can be up to 13 characters.

Storing a Name and Number in Memory

Notes:

- When you are storing a number in memory, an error tone sounds and the phone exits the storing process if you wait more than 20 seconds between each keypress.

- If you receive a call during memory entry, the phone exits the storing process.

Follow these steps to store a name and number in memory.

1. Lift the handset.

2. Hold down **MEM** until **Memory store** and a list of memory location numbers appear.

3. Press the appropriate numbers (**01–20**) to choose the desired two-digit memory location. Precede a single digit location number with a **0**, such as **01**, **02**, or **03**.

4. Press **SELECT/CH**. **Store name** appears. If you do not want to enter a name, skip to Step 6.

5. To enter a name, use the number keys.

   Refer to the letters on the number keys to select the desired letter. Press the key once for the first letter in upper case, press twice for the second letter in upper case, and so on. To enter a lower case letter, press the key four times (or five times) to display the first letter in lower case, five times (or six times) for the seconds lower case letter, and so on.

   For example, to enter the name *John*: press **5** once; upper case **J** appears. Then press **6** six times; lower case **o** appears. Press **4** five times; lower case **h** appears. Press **6** five times; lower case **n** appears.

   To enter two letters from the same key in a row, press **#/** ▶ to move the cursor to the next position.

   For example, to enter AB, press **2**; **A** appears. Then press **#/** ▶ , the cursor moves to the next position, then press **2** twice so **B** appears.

   To enter a space, press **#/** ▶ twice without entering any character.

   To enter a number, repeatedly press the corresponding number key until the number appears.

To enter a special character, press **0**. Each time you press **0**, the following characters appear in this order:

✱ # ⁃ & ⟨ ⟩ (space) 0

If you make a mistake, press ✱/**TONE**/ ◀ or #/ ▶ to move the cursor over the error, press **DEL**, then enter the correct character. To delete all characters, hold down **DEL** for at least 1 second.

6. Press **SELECT/CH**. **Store Number** appears.

7. Enter the phone number and any tone or pause entries (see "Using Tone Services on a Pulse Line" on Page 17 and "Entering a Pause").

8. Press **SELECT/CH**. The phone beeps and **Memorynn Stored** (nn is the memory location number) appears.

   After 2 seconds, **Memory Store** appears. Repeat Steps 3–8 to store more numbers.

9. When you finish, press **MEM**.

Note: To replace a stored number, store a new one in its place.

Editing or Deleting a Number in Memory

Follow these steps to edit or delete a memory number.

1. Lift the handset.

2. Hold down **MEM** until **Memory Store** and a list of memory location numbers appear on the display.

3. Choose a memory location (**01–20**) by pressing a number or by repeatedly pressing **VOL/CID** ▲ or ▼.

4. Press **SELECT/CH**. A menu appears with the following three options. Press **VOL/CID** ▲ or ▼ to highlight the desired option, then press **SELECT/CH** to choose it.

Edit Memorynn — Edit the record as described in Steps 4–8 of "Storing a Name and Number in Memory" on Page 18.

Delete Memorynn — The display prompts you to confirm the deletion. Move the cursor to **Yes**, then press **SELECT/CH** or **DEL**. The phone beeps, and **Memorynn Deleted** appears.

Go Back — Returns you to the list of memory numbers.

Entering a Pause

In some telephone systems, you must dial an access code (**9**, for example) and wait for a second dial tone before you can dial an outside number. You can store the access code with the phone number. However, you should also store a pause after the access code to allow the outside line time to connect. To enter a 2-second pause, press **REDIAL/PAUSE**. **P** appears on the display. You can add more pause entries for a longer pause.

Reviewing Memory Numbers

To review your memory numbers, press **MEM**. The list of memory location numbers (**01–20**) appears with the name stored with each number (or **<Memorynn>** if you did not store a name).

To see the stored phone numbers, press #/ ▶ . An arrow to the right of the number means it is longer than 14 digits. Press #/ ▶ again to see the rest of the number. Repeatedly press ✱/**TONE**/ ◀ to return to the name display.

To exit the memory number list, press **MEM**.

To see a stored name and phone number at the same time, press **SELECT/CH** when the cursor is by a memory location number. To exit this display, hold down **DEL** until the display clears.

Dialing a Memory Number

To dial a number stored in memory, lift the handset and press **MEM**. The list of memory location numbers appears. Choose a memory location (**01**–**20**) by pressing a number or by repeatedly pressing **VOL/CID** ▲ or ▼, then press **TALK**.

You can also dial a memory number after pressing **TALK**. Press **MEM**, then enter a memory location number.

Chain-Dialing Service Numbers

For quick recall of numbers for special services (such as bank by phone), store each group of numbers in its own memory location.

Dial the service's main number first. Then, at the appropriate place in the call, press **MEM** and enter the number for the location where the additional information is stored.

Testing Stored Emergency Numbers

If you store an emergency service's number (police department, fire department, ambulance) and you choose to test the stored number, make the test call during the late evening or early morning hours to avoid peak demand periods. Also, remain on the line to explain the reason for your call.

☐ *Caller ID Operation*

If you subscribe to Caller ID service from your phone company, the phone company sends information about the call, as well as the time and date, between the first and second rings of every call you receive.

The answering system displays this information after the second ring, and it stores up to 50 Caller ID records for later review. It also shows if caller information is unavailable or if the name and number were blocked by the caller (see "Caller ID Messages).

If you subscribe to Call Waiting and Caller ID, you will hear a tone through the handset when a call comes in, then the Caller ID record appears. If you want to answer the incoming call, press **FLASH**. To resume the previous phone conversation, press **FLASH** again.

If the answering system's Caller ID memory becomes full, any new call replaces the oldest call record.

CALL WAITING OPTIONS SERVICE

You can also subscribe to Call Waiting Options Service from your phone company. This service provides you with more choices on how to handle a second call when you are already on the phone. You can switch between callers, have a 3-way conference call with both callers, or answer the second caller with a prerecorded message asking then to hold the line.

Before you can use the Call Waiting Options Services, you must:

- subscribe to the Call Waiting Options Services from your telephone company

- set the Caller ID/Call Waiting feature to Opt (see "Turning Caller ID/Call Waiting On or Off" on Page 14).

Using Call Waiting Options

Note: An error tone sounds and the phone exits the menu mode if you wait more than 20 seconds between each keypress.

You hear a soft beep when a call comes in while you are already on the phone. The display shows the caller name and phone number.

Follow these steps to use Call Waiting Options Services

1. Press **FUNC**. A list of several options, beginning with **Ask to Hold**, appears.

2. Repeatedly press **VOL/CID ▼** to scroll through the options list. You can also press the number of the desired option.

3. Choose one of the following options, then press **SELECT/CH**.

   Ask to Hold (or press **1**) — A waiting caller hears a prerecorded message stating that you will be available shortly and is put on hold. **Call Holding** appears.

   Tell Busy (or press **2**)— A prerecorded message indicates you cannot take a call and the waiting call is disconnected. **Told Busy** appears.

   Answer/Drop 1 (or press **3**)— Disconnects the first call and automatically connects to the new caller. **Answer/Drop 1st** appears.

   Conference (or press **4**)— Allows you to speak with your first and second callers to have a 3-way conference call. **Conferenced** appears.

Drop First (or press **5**) and **Drop Last** (or press **6**) are options you can only use during a conference call (see "Using Conference").

Using Ask to Hold

When you select **Ask to Hold**, you can also use several of the other options.

1. If you decide you cannot end your first call and you do not want to continue to leave the second call on hold, press **FUNC**, then repeatedly press **VOL/CID ▼** to scroll down to **Tell Busy** or press **2** to tell the second caller that you are too busy to take the call.

   Press **SELECT/CH**.

2. If you decide you want to take the second call and end the first call, scroll down to **Answer/Drop 1** or press **3**.

   Press **SELECT/CH**.

3. If you decide to include the second caller in your conversation with the first caller, scroll down to **Conference** or press **4**.

   Press **SELECT/CH**.

Using Conference

You can either begin a conference call as soon as you receive a second call, or after the second caller has been on hold for a while (see "Using Ask to Hold"). Once you have established a conference call, you can end it at any time by dropping one of the calls.

Drop First — Hang up on the first caller and continue with the second caller.

Drop Last — Hang up on the second caller and continue with the first caller.

Follow these steps to drop one of the calls.

1. Press **FUNC**.

2. Repeatedly press **VOL/CID**▼ to scroll down to `Drop First` (or press **5**) or `Drop Last` (or press **6**) to drop the desired call.

3. Press **SELECT/CH**. `Call Dropped` appears.

REVIEWING CALLER ID RECORDS

When the handset is faceup on the base, it shows the number of new Caller ID records, if any, and the total number of records.

To review the contents of each Caller ID record, lift the handset and press **CID** to recall the number of records. Then, repeatedly press **VOL/CID**▼ to scroll through the Caller ID records from the newest to the oldest, or **VOL/CID**▲ to scroll forward through the records from the oldest to the newest. To scroll quickly through the records, hold down **VOL/CID** ▲ or ▼ .

When you scroll past the last record, the total number of records appears, then the first record. When you scroll past the first record, the total number of records appears, then the last record.

The top line of each record shows the date, the time, and the number of calls from that number. The second line shows the caller's name and the third line shows the caller's phone number.

To exit the Caller ID record display, press **CID**.

CALLER ID MESSAGES

Display	Description
`New: XX` `Total: XX`	Shows the number of new Caller ID records (records you have not reviewed) and the total number of records.
`Private Name` or `Private Number`	The caller has blocked the Caller ID information.
`Unknown Name` or `Unknown Number`	The caller is not within a Caller ID service area.
`Incomplete Data`	Appears if there was an error during transmission of Caller ID information. Occasional errors are normal. If the phone frequently displays `Incomplete Data`, contact your local phone company or RadioShack store.

ADDING/DELETING THE AREA CODE

When the area code of the received call is the same as the one you stored (see "Storing Your Area Code" on Page 15), the Caller ID record does not show the area code. If it is different, the record shows the area code.

However, you can add or delete the area code on the display. With the record displayed, press **3** to add or delete the area code. Pressing **3** again deletes or adds the area code.

When you dial the number or store it into memory, the answering system dials or stores the number as it appears on the display.

DIALING NUMBERS FROM A CALLER ID RECORD

To dial a local number stored in a Caller ID record, recall the record (see "Reviewing Caller ID Records" on Page 22), then press **TALK**. If it is a long distance call, press **1** (1 appears before the displayed number) before you press **TALK**. If you want to add or delete the area code, press **3** before you press **TALK**.

Note: If a Caller ID record does not contain a phone number (if it was blocked by the caller, for example), you cannot dial from that record.

STORING A CALLER ID RECORD TO MEMORY

1. Press **CID** then **VOL/CID** ▲ or ▼ to recall the record you want to store.

   If you want to add or delete the area code, press **3**.

   If it is a long distance number, press **1**.

2. Press **MEM**. Select Location appears.

3. Choose a memory location (**01–20**) by pressing a number or by repeatedly pressing **VOL/CID** ▲ or ▼, then press **SELECT/CH**.

If the selected location is empty, the phone beeps to confirm that it stored the number, then the Caller ID record appears.

If a record exists in the selected location, Replace Memory? appears, prompting you to confirm the replacement. Move the cursor to Yes or No, then press **SELECT/CH**.

DELETING CALLER ID RECORDS

You can delete Caller ID records individually or all at once.

Follow these steps to delete a single Caller ID record.

1. Press **CID** then **VOL/CID** ▲ or ▼ to recall the record you want to delete.

2. Press **DEL**. Delete Message? appears, prompting you to confirm the deletion.

3. Move the cursor to Yes, then press **SELECT/CH** or **DEL**. The phone beeps once, indicating that the record was deleted.

Follow these steps to delete all Caller ID records.

1. Press **CID** so the record totals appear.

2. Press **DEL**. Delete All? appears, prompting you to confirm the deletion.

3. Move the cursor to Yes, then press **SELECT/CH** or **DEL**. The phone beeps once and Total:00 appears, indicating that all Caller ID records were deleted.

❒ *Answering System Operation*

SETTING THE RECORD TIME

Set **REC TIME** to **1**, **4**, or **ANN** to determine how the answering system will record incoming messages.

1 — The answering system plays the outgoing message and lets callers leave a message up to 1 minute long.

4 — The answering system plays the outgoing message and lets callers leave a message up to 4 minutes long.

ANN (Announcement Only) — The answering system plays the outgoing message but does not let callers leave a message.

SELECTING THE OUTGOING MESSAGE

The answering system has two prerecorded outgoing messages. One asks the caller to leave a message: "Hello, no one is available to take your call. Please leave a message after the tone." The answering system uses this message when **REC TIME** is set to **1** or **4** (see "Setting the Record Time").

The other is simply an announcement and does not let the caller leave a message: "Hello, no one is available to take your call." The answering system uses this message when **REC TIME** is set to **ANN** (announcement only).

You can also record your own message (see "Recording/Deleting an Outgoing Message"). When you record your own outgoing message, the answering system uses it for all **REC TIME** settings.

To switch between your outgoing message and the answering system's prerecorded message, press **OGM**. When the current message begins to play, press **OGM** again. The answering system switches to the other message and plays it.

RECORDING/DELETING AN OUTGOING MESSAGE

To record your outgoing message (up to 30 seconds long), hold down **OGM** until the answering system beeps and **‑‑** appears. When you finish your message, press **PLAY/STOP** or **OGM**. The answering system plays back your message.

To delete your outgoing message and use the answering system's prerecorded messages, hold down **OGM** until the answering system beeps. Then press **OGM** again within two seconds.

SETTING THE ANSWERING SYSTEM TO ANSWER CALLS

To set the answering system to answer calls, press **ANSWER**. If the answering system is set to record a caller's message (see "Setting the Record Time"), it plays the outgoing message and shows the number of recorded messages. If the answering system is set to announcement-only, it plays the outgoing message, and ℜ appears.

To set the answering system to not answer calls, press **ANSWER**. The answering system announces "Answer off" and the message counter turns off.

SCREENING CALLS

You can let the answering system answer calls for you while you listen to the caller's message through the base's speaker. If you decide to answer the call, press **SPEAKER** to answer using the speakerphone, press **TALK** to answer if the handset is off the base, or if the handset is on the base, lift it (and press **TALK** if auto talk is off). You can also pick up any phone on the same line. The answering system stops recording and resets to answer the next call.

RECORDING INCOMING MESSAGES

After the answering system answers a call, it plays the outgoing message, beeps, then records the caller's message.

Each incoming message can be up to 1 or 4 minutes long, depending on how you set **REC TIME** (see "Setting the Record Time" on Page 24). The answering system's maximum recording capacity is 18 minutes or up to 59 messages.

The answering system stops recording and resets to answer the next call when:

- The caller hangs up.

- The maximum message length is reached.

- The answering system detects a busy signal or more than 7 seconds of silence.

- You pick up the answering system's handset or any phone on the same phone line.

Note: When the answering system's message memory is full, **FL** appears and the answering system announces "No remaining time" when you try to operate it.

RECORDING A MEMO

A memo is a message you can record at the answering system for yourself or others in your home or office. The answering system stores memos as incoming messages (see "Playing Messages" on Page 26).

To record a memo, hold down **MEMO** on the base until the answering system beeps and **- -** appears in the message counter window, then speak your message. When you finish the memo, press **PLAY/STOP** or **MEMO**.

Note: The answering system cannot record a memo less than two seconds long.

RECORDING A CONVERSATION

The answering system lets you record both sides of a telephone conversation when you are talking using the handset.

Important Note: It is illegal in some areas to record a conversation without the consent of all parties to the conversation, including the phone company. Check the laws in your area before you use the two-way recording feature.

To start recording a phone conversation, hold down **MEMO** on the base until the answering system beeps and **--** appears. To stop recording, press **PLAY/STOP** or **MEMO**.

The answering system stores a recorded conversation as a message (see "Playing Messages" on Page 26).

Note: The answering system cannot record a conversation less than two seconds long, or a call using the speakerphone.

PLAYING MESSAGES

After the answering system has recorded a message, its message counter shows the total number of messages stored. If you have new messages, the number flashes.

To play your messages, press **PLAY/STOP**. The answering system announces the number of new and old messages, then plays the new messages. The message number appears as each message plays, and the answering system announces the day and time of the call at the end of each message.

To play all messages after playing the new messages, press **PLAY/STOP** again.

To skip to the next message, press **SKIP** during playback.

To replay the current message from the beginning, press **REPEAT**. If you press **REPEAT** within about 2 seconds after a message begins playing, the answering system replays the previous message.

ADJUSTING THE ANSWERING SYSTEM'S VOLUME

To adjust the speaker's volume, repeatedly press **VOLUME** ▲ or ▼ on the base. The volume setting from **1** (lowest) to **10** (highest) appears in the message counter window.

DELETING MESSAGES

To delete the current message while it is playing, press **DELETE**. The answering system beeps.

To delete all messages at once, while messages are not playing, hold down **DELETE** on the base until the answering system beeps and **0** appears in the message counter window.

Note: You cannot delete new (unplayed) messages. If you try to delete all messages at once while you still have new messages, the answering system sounds five quick beeps and does not delete any messages.

REMOTE OPERATION

While you are away from your home or office, you can use a touch-tone phone, or a pulse (rotary) phone with a pocket tone dialer (available through your local RadioShack store), to enter your PIN (personal identification number) and do any of the following:

- Set the answering system to answer or not answer calls.

- Listen to your messages.

- Record a new outgoing message.

- Record a memo.

- Erase messages.

- Monitor the room.

Note: You cannot remotely operate the answering system using its handset or another telephone on the same line as the answering system.

SETTING THE PIN

The answering system's two-digit remote operation PIN prevents unauthorized remote access to your messages. The PIN is preset to 80. Follow these steps to change the PIN to any number from 00 to 99.

Note: If you press **SPEAKER** or **PLAY/STOP** while changing the PIN, or wait more than 2 minutes between key presses, the answering system exits the PIN setting process. Start again at Step 1.

1. Hold down **PIN** until the answering system beeps and **00** appears in the message counter window.

2. Press **SKIP** to set the first digit of the PIN higher or **REPEAT** to set it lower. Then press **PIN**.

3. Press **SKIP** or **REPEAT** to set the second digit of the PIN, then press **PIN**. The answering system announces the new PIN.

To check your PIN at any time, press **PIN**. The PIN appears in the message counter window, and the answering system announces it.

USING THE TOLL-SAVER

If **RING TIME** is set to **TS** (toll-saver) (see "Setting the Number of Rings" on Page 14), the answering system answers after three rings if you have new messages (ones you have not listened to). If there are no new messages, the answering system answers after five rings. This gives you time to hang up before the answering system answers so you can avoid unnecessary long-distance charges.

USING REMOTE COMMANDS

Follow these steps to operate the answering system from a remote location.

Note: If you wait more than 15 seconds between key presses, the answering system sounds a long beep and hangs up.

1. Dial your phone number and wait for the answering system to answer.

   If the answering system is not set to answer calls, it will answer after about 10 rings and sound a series of beeps.

2. When the outgoing message begins (or the answering system sounds a series of beeps), press **#**, then enter your PIN within 2 seconds.

If the PIN is correct, the answering system announces the day and time, then announces the number of new and old messages. The answering system plays all new messages, then beeps about every two seconds to let you know it is ready to accept remote commands.

Notes:

- If the answering system does not respond, try entering your PIN again. If you enter an incorrect PIN three times, the answering system beeps and hangs up.

- When the answering system is in remote operation, it stops all answering functions and the display on the base shows **rC**. The answering system resumes answering functions when it is no longer in remote command if you have not turned it off.

- The remote playback of incoming messages is limited to 4 minutes. If you have more messages after 4 minutes have passed, you must press **#2** again to listen to the rest of the messages.

- When using remote operation, you can only delete the current message during playback. You cannot delete all the messages stored at one time.

- The maximum length of a memo recorded by remote operation is 4 minutes.

3. To use a remote command, press **#** and (within 2 seconds) the number for the command you want.

Press # then	To
1	Repeat current message during playback.
2	Play messages.
3	Skip current message during playback.
4	Delete current message during playback.
5	Stop playback, recording, and room monitoring.
6	Set the answering system to answer calls.
7	Record or stop recording a memo.
8	Record or stop recording a new outgoing message.
9	Set the answering system to not answer calls.
*	Monitor the room where the answering system is located for 15 seconds.

Note: The remote operation stops when someone picks up the handset or any phone on the same phone line.

☐ *Troubleshooting*

We do not expect you to have any problems with your phone or answering system, but if you do, these suggestions might help.

Problem	Suggestion
Low volume or unusual sounds.	Someone has picked up another phone on the same line. Hang up the other phone.
Severe noise interference.	Press **SELECT/CH** to change the channel.
	Keep the handset away from computers, remote control toys, wireless microphones, alarm systems, intercoms, room monitors, fluorescent lights, and electrical appliances.
	Move the handset to another location or turn off the source of interference.
The answering system does not answer calls.	Make sure the answering system is turned on.
	Make sure the AC adapter is properly connected.
	Check all phone line connections.
The answering system does not record callers' messages.	**REC TIME** is set to **ANN** (announcement only). Set it to **1** or **4**.
	Delete messages if memory is full.
The phone does not operate at a useful distance from the base because the signal becomes weak or noisy (handset's range has decreased).	Lift the base's antenna to a vertical position.
	Return the handset to the cradle, and recharge the battery pack. Replace the battery pack if necessary (see "Connecting, Charging, and Replacing the Battery Pack" on Page 12).
The phone does not work or works poorly.	Be sure the base's phone line cord and AC adapter are correctly and securely connected, and the battery pack is charged.
Low Battery flashes every few seconds.	Be sure the battery pack is correctly connected.

Problem	Suggestion
You have an incoming call, but do not receive any Caller ID information.	Let the phone ring twice before you answer so the system has time to record the Caller ID information.
	Check that the system is correctly and securely connected.
	Call your phone company to verify that your Caller ID service is active.
The handset battery pack does not charge.	Check the charging contacts on the handset and base. If they are dirty, clean them with a pencil eraser.
	Be sure the battery pack is connected correctly.
	Replace the battery pack.
The handset does not ring or receive a page.	Move the handset closer to the base.
	Lift the base's antenna to a vertical position.
	Be sure the battery pack is charged. (If the battery power is too low, it does not have enough power to light the display.)
	Move the base away from other electrical devices and sources of noise.
The handset stops working or works poorly during a call.	Move the handset closer to the base.
	Lift the base's antenna to a vertical position.
	Be sure the battery pack is charged. (If the battery power is too low, it does not have enough power to light the display.)
	If the base loses power while the handset is away, the security access-protection code might change. Restore power to the base, then place the handset back on the base. The CHARGE/IN USE indicator lights, indicating that the code is set again.
	Check the charging contacts on the handset and base. If they are dirty, clean them with a pencil eraser.

If you still have problems, disconnect the answering system. If other phones on the same line work properly, the fault is in this phone or its installation. If you cannot find the problem, take your system to your local RadioShack store for assistance.

CARE

Keep the system dry; if it gets wet, wipe it dry immediately. Use and store the system only in normal temperature environments. Handle the system carefully; do not drop it. Keep the system away from dust and dirt, and wipe it with a damp cloth occasionally to keep it looking new.

Modifying or tampering with the system's internal components can cause a malfunction and might invalidate its warranty and void your FCC authorization to operate it. If your system is not performing as it should, take it to your local RadioShack store for assistance. If the trouble is affecting the telephone lines, the phone company can ask you to disconnect your system until you have resolved the problem.